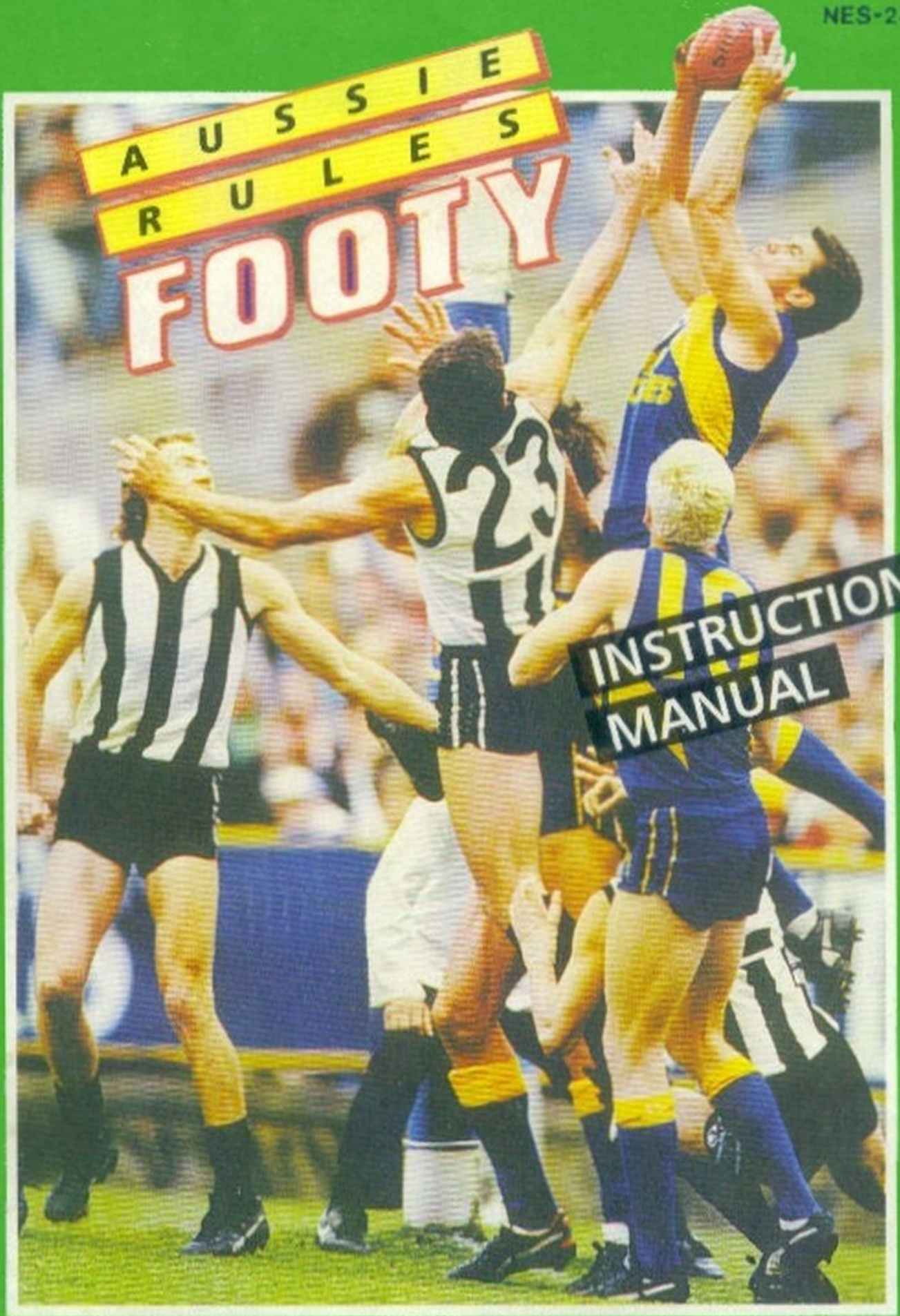
NES-28-AUS

AUSSIE RULES FOOTY



INSTRUCTION MANUAL

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

SAFETY PRECAUTIONS

1. Always make sure the power is OFF before inserting or removing the GAME PAK from your Nintendo Entertainment System.
2. This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
3. Do not touch the connectors or get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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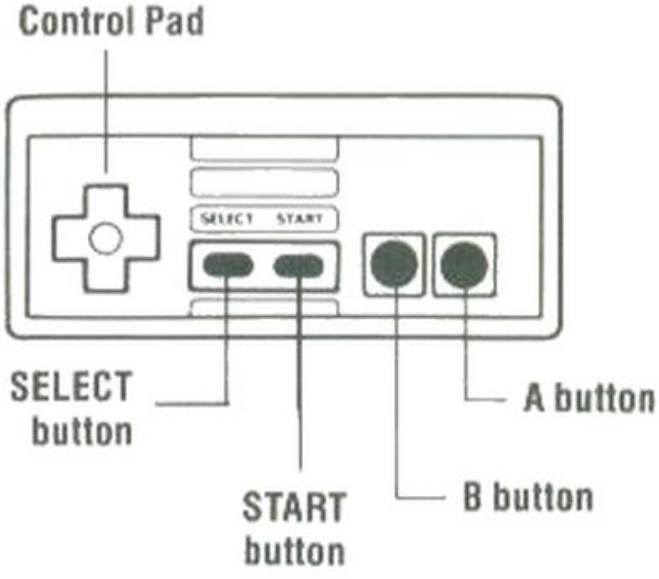
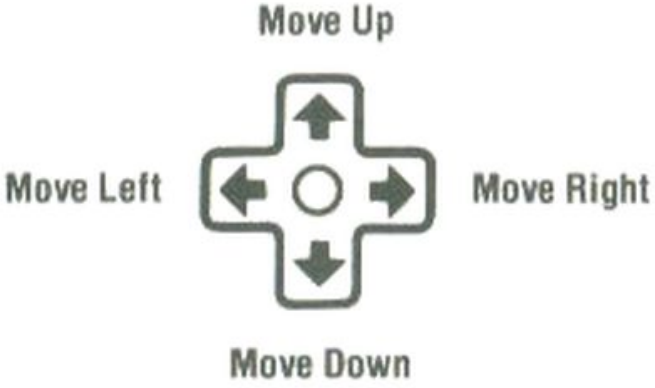
GAME PLAY OPERATION

CONTROLS

A Button (Centre Bounce)	– Taps ball to rover
A Button (Boundary Throw In)	– Jump and tap ball to rover
A Button (while holding ball)	– Kick/Handpass ball to another player (in the direction player is moving)
A Button (without the ball)	– Jump to take mark or spoil
B Button (Centre Bounce)	– Punches ball upfield
B Button (Boundary Throw In)	– Punches ball
B Button (while holding ball)	– Kick ball long downfield
B Button (without the ball)	– Tackle another player with the ball
Start	– Start game, Pause game (during game play)



The control pad moves player as follows:



AUSSIE RULES FOOTY – THE GAME

Aussie Rules Footy is a game of skill. You control all of the players on the field when the ball is in their range. An arrow on the screen indicates which player you are currently controlling and which direction you are kicking to. Once the ball is kicked the arrow moves to a player nearest to where the ball will land.

The object of the game is to score points by kicking the ball between four posts. The two middle posts are the goal posts and the two outside posts are the behind posts. Six points are scored when the ball is kicked between the two middle posts without being touched by any player. This is called a goal and is signalled by the goal umpire waving two flags overhead. One point is scored when the ball passes between a goal post and a behind post. This is called a behind and is signalled by the goal umpire waving one flag overhead.

The game begins with the centre ball bounce by the umpire. There are two ruckmen (yours and your opposition) and two rovers on screen. Once the ball is bounced the ruckmen run in to knock the ball out towards his own rover who will then gather the ball for forwarding on to a team-mate. At this time the screen display will change to the game play mode and field play commences. The player with the ball should pass it on to a team-mate towards the direction of his goal.

Once your player takes possession of the ball the player can choose to run further down field with the ball or kick or hand pass the ball to the nearest team-mate. Once the ball leaves that player, control passes over to the next player. That player should then attempt to mark the ball and then

carry on to either kick or handpass the ball further down field towards the goals.

Once the goals are in range a goal indicator appears on the bottom of the screen. The indicator moves left and right to indicate which direction the kick for goal will take. If you kick the ball when the indicator is in the middle and you are within kicking distance you will score a goal. If your kick is off target you will either score a point or the ball will go out of bounds.

SELECTING A GAME

The player/s can select to play a Single Match, a Season or the Kick to Kick Training Session.

For a Single Match, a one or two player game can be selected.

For a Season, a one, four or six player game can be selected. In a one player game six (6) matches are played. In the four player game eight (8) matches are played and in the six player game nine (9) matches are played.

For the Kick to Kick Training Session a one or two player game can be selected. The Session is played on a park oval with either two, four or six players on the field. It allows the players the opportunity to kick, mark, handpass and kick for goal in a training situation.

A SEASON

When the players choose to play a whole season they are then involved in a type of round robin procedure.

For four players a total of eight (8) matches are played to

establish the overall winner of the season. Each team plays each other and then a 'final three' is established. From the 'final three', the top team goes straight into the Grand Final. Teams 2 and 3 play a Preliminary Final. The winner of the Preliminary Final goes into the 'Grand Final' and the loser is out of the competition. This leaves two teams to play off for the 'Grand Final'.

For a six player season a total of nine (9) matches are played. Three initial qualifying matches are played and each team scores 4 points per win, 2 points for a draw and 0 points for a loss. This will establish a table or ladder of teams 1-6. The team that is on the bottom of the table or ladder (with the least points) is automatically excluded from the remainder of the season. A 'final five' is now established and the season is played as follows:

Elimination Final – Fourth vs Fifth (Loser is out and winner plays the loser of Qualifying Final)

Qualifying Final – Second vs Third (Loser plays winner of Elimination Final and winner plays Top team)

1st Semi Final – Winner of Elimination Final vs Loser of Qualifying Final (Loser is out, winner plays loser of 2nd Semi Final)

2nd Semi Final – Top team vs Winner of Qualifying Final (Winner goes straight to Grand Final, loser plays winner of 1st Semi Final)

Preliminary Final – Winner of 1st Semi vs Loser of 2nd Semi (Loser is out, winner goes to Grand Final)

Grand Final – Winner of 2nd Semi vs Winner of Preliminary Final (Loser is out, winner wins tournament)

SELECTING TEAMS

Players can choose their favourite team and colours before starting the game. The teams are as follows:

Adelaide	Essendon	Hobart
Brisbane	Fitzroy	North Melbourne
Carlton	Footscray	Perth
Canberra	Geelong	Richmond
Collingwood	Hawthorn	St. Kilda
Darwin	Melbourne	Sydney Swans

HOW TO PLAY AUSSIE RULES FOOTY

BALL UP

To begin the game the umpire will bounce the ball in the centre of the ground. This is a close up screen which shows the ruckmen and rovers for both teams only. As soon as the ball hits the ground the ruckmen are able to move in for the knockout. To tap the ball to your rover use the A Button. To punch the ball upfield use the B Button.

During the game the field umpire may choose to bounce the ball at any position in the field if a pack of players has formed and the ball is not being cleared successfully. The same rules apply to this as the centre bounce.

TACKLING

By pressing the B Button during play the players are able to tackle their opponents once their opponents have possession of the ball. If a successful tackle is made the player who made the tackle will then gain possession of the ball and

can continue to play on. A tackle cannot be made on a player who has not got possession of the ball. Also players who have marked the ball and chosen not to play on cannot be tackled for 5 seconds.

MARKING

When the ball has been kicked by a player, any player within range is able to go for the mark. To mark a ball, press the A Button to jump at the appropriate time. Once the ball is marked by a player he must decide whether to take his kick or to play on. If he wishes to take his kick he should NOT touch the direction controller at this time as he will automatically go back behind the mark where he can take his kick. The player can then look around for a free team-mate and either handpass or kick the ball onto that team-mate.

PLAY ON

When a player takes a mark he can also choose to play on. To do this, after taking the mark, simply continue to press the direction controller in the direction you want to run and the play on rule will apply i.e. the opposition is able to tackle you.

KICKING FOR GOAL

When the ball is within kicking distance of the goal posts an indicator will appear on the bottom of the screen. If the ball is kicked while the indicator is in the middle of the two bars, the kick will be straight and will score a goal. If the ball is kicked when the indicator is either side of the middle, the ball will be kicked in that direction and depending on the position of the indicator will either score a point or the ball will go out of bounds.

BOUNDARY THROW IN

If the ball goes out of bounds, the boundary umpire will throw it back in. This is a similar situation to the Ball Up where the ruckmen must contest to knock the ball to a team-mate. The left and right directions on the controller will allow the players (ruckmen) to move in or out to establish the best position. Once the ball is thrown by the umpire use the A Button to jump and then either the A Button (to tap the ball to a rover) or the B Button (to punch the ball on).

WHAT IS AUSSIE RULES FOOTY?

THE GAME

The game consists of four quarters of play. A siren sounds to begin and end each quarter of play. The teams change goal ends at the end of each quarter.

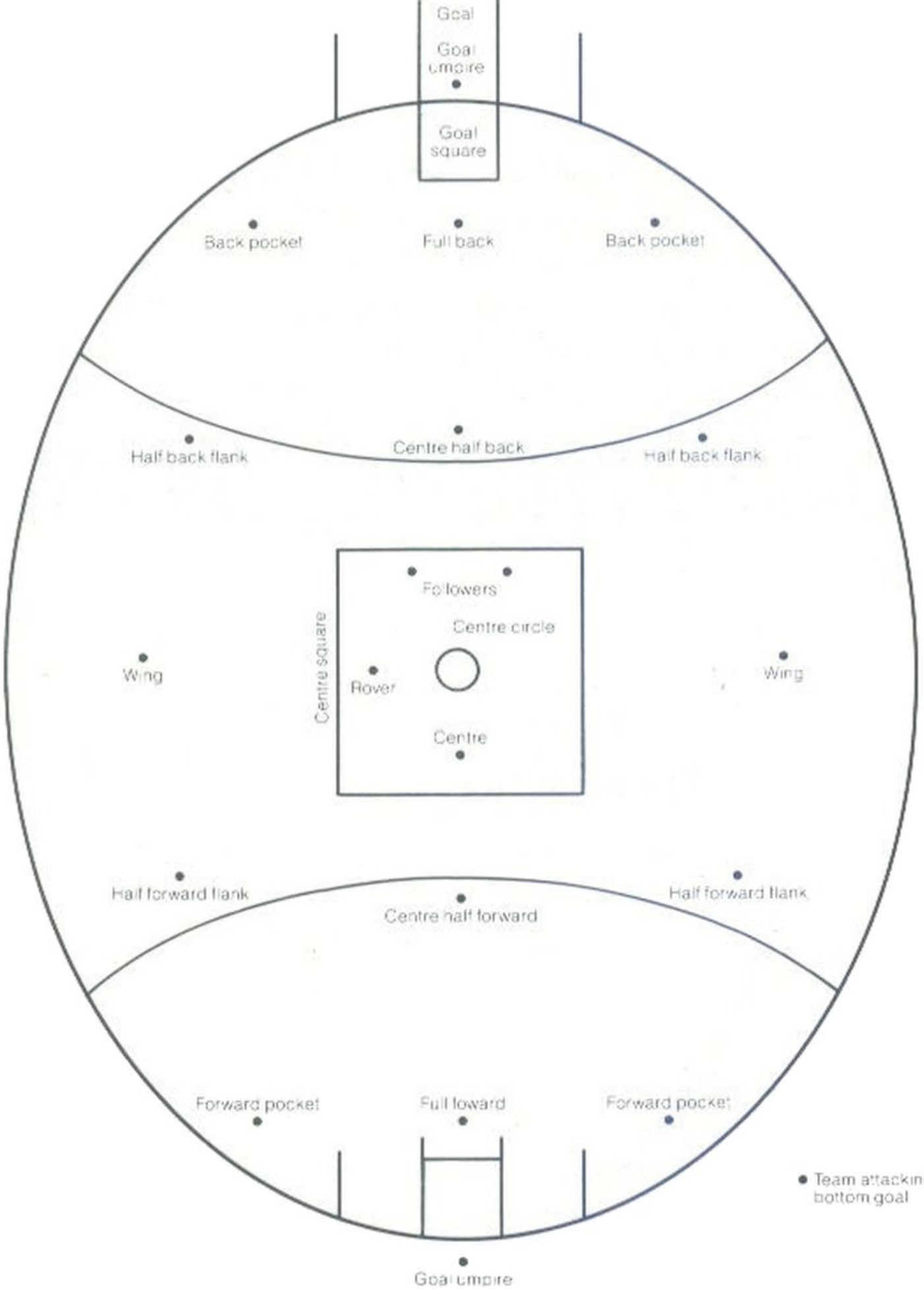
PLAYERS AND POSITIONS

Each team consists of 18 players. Their positions are described and indicated in the following diagram over the page.

Although the players have designated positions, they are free to move anywhere on the ground when play is in progress.

PLAYING POSITION TACTICS

FULL BACK LINE – Players on the full back line are the full back and the back pockets. The full back line forms the last line of defence between the goal they are defending and their opponents. Excellent judgement is required when there is a choice between attacking the ball or defending an opponent.


Goal
Goal umpire
Goal square
Back pocket
Full back
Back pocket
Half back flank
Centre half back
Half back flank
Followers
Centre circle
Centre square
Wing
Rover
Wing
Centre
Half forward flank
Centre half forward
Half forward flank
Forward pocket
Full foward
Forward pocket
Team attacking bottom goal
Goal umpire

HALF BACK LINE – The half back line comprises the centre half back and the half back flanks and is both the first line of defence and a springboard for attack. The players are continually required to switch between attacking and defending roles. The ability to kick with either foot and handball with either hand is essential.

CENTRE LINE – The effectiveness of a team's centre line usually makes the difference between winning and losing. Centre line players – wingers and the centre – require good running speed and stamina to run all day to allow them to be in or near the action all the time.

HALF FORWARD LINE – Players on the half forward line are the centre half forward and the half forward flanks. Excellent ball handling skills are required to enable you to win the ball in the air and on the ground. Need to be able to kick with pin-point accuracy with both feet over all distances.

FULL FORWARD LINE – As a player on the forward line, you must accept the challenge of scoring goals under pressure, whether you are the full forward or a forward pocket. The ability to lead to team-mates further up the ground, take high flying marks and contest the ball when it hits the ground is required.

RUCKMAN – Ruckmen require height and the ability to leap to gain the first touch at ball-ups and boundary throw-ins. Good use of the body and strength to gain the best position for punching the ball to a rover is necessary. Ruckmen follow the ball and therefore need good stamina for the entire game.

ROVER AND RUCK ROVER – The rover and ruck-rover need speed, anticipation and good ball handling skills to gather

knock-outs from the ruckman and the ball off packs of players. Agility to be able to weave the way through packs and a desire to win the ball regardless of the size of the opponent is necessary.

UMPIRES

The central field umpire has full control of the game. He starts the play, awards marks and free kicks and generally enforces the rules of the game.

The boundary umpires judge when the ball is out of bounds and will throw the ball back in to play. They also return the ball to the centre of the ground after a goal has been scored.

The two goal umpires judge, signal and record all goals and behinds scored in a match. Two flags are waved to indicate a goal and one flag to indicate a behind.

SCORING

A ball kicked between the two larger goal posts without being touched is a goal and scores six points.

If the ball passes between a goal post and a behind post it is a behind and scores one point.

If the ball hits a goal post, a behind is scored.

If the ball is forced, or carried, but not kicked over the scoring line anywhere between the goal posts, a behind is scored.

If a ball hits a behind post, there is no score and the boundary umpire throws it back in from beside the behind post.

If the ball is kicked or forced over the scoring line anywhere between the two behind posts by a defending player, a behind is scored.

The team scoring the greater number of points is the winner. The match is a draw if points are equal.

STARTING AND RESTARTING PLAY

The field umpire starts play by blowing his whistle and bouncing the ball in the centre circle so that it rebounds vertically to be contested by the players in the centre square.

After a goal has been scored, play is restarted in the centre of the ground in the manner described above.

Other methods of restarting the game include:

After a behind has been scored. Any player from the defending team kicks the ball from within the goal square in front of the goal.

After the ball has gone out of bounds. The boundary umpire throws the ball over his head towards the centre of the ground.

When a pack of players prevents either team gaining clear possession of the ball the field umpire bounces the ball where the play came to a halt.

POSSESSION AND DISPOSAL OF THE BALL

A player may hold the ball for unlimited time when he is not being held by an opponent.

When running with the ball the player must bounce the ball on the ground every 15 metres.

A player in possession of the ball and held by an opponent must attempt to dispose of the ball immediately by kicking or handpassing.

A mark is allowed when the ball is caught from a kick which has travelled at least 10 metres in the air and has not been touched in flight. The player taking the mark may play on immediately or go back and kick over the mark (place where the mark was taken).

MARKING

Marking is a spectacular skill unique to Australian football. When the ball has been kicked by a player, any player from either team within range is able to go for the mark. Once the ball is marked by a player he can then decide whether to go back on to his mark and take his kick or to play on. If he decides to take his kick he can stop, look around for a free team-mate and then either handpass or kick the ball on to that team-mate.

PLAY ON

A player can choose to play on after taking a mark. This simply means that he can catch the ball, keep running and either handpass or kick the ball on to another player without stopping. If he chooses to do this, any opponent is able to tackle him for possession of the ball.

OUT OF BOUNDS

The ball can go out of bounds in two ways. OUT OF BOUNDS ON THE FULL means that the ball was kicked over

the line without touching the ground inside the line. OUT OF BOUNDS means that the ball has bounced on the ground or been touched after being kicked and before going over the boundary line.

BOUNDARY THROW-IN

When the ball goes OUT OF BOUNDS the boundary umpire will throw it in. This situation is similar to the centre bounce and the ruckmen must attempt to get the knockout to a team-mate.

W A R N I N G

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (NES) and NES Games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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